HOW TO PLAY

Joust™

HAL AMERICA INC.

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Nintendo ENTERTAINMENT SYSTEM®

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CARE FOR YOUR GAME

1) Always make sure the power is off when inserting or removing the game pak from your computer.
2) This is a high precision game pak. Avoid subjecting it to extreme temperatures or shock. Store at room temperature. Never attempt to dismantle or open game pak.
3) Do not touch the terminal leads or allow them to come in contact with water or the game circuitry will be damaged.
4) Never insert your fingers or any metal objects into the terminal portion of the computer. This can result in malfunction or damage.

THANK YOU

for selecting this exciting arcade classic hit from HAL AMERICA, INC., "HAI". Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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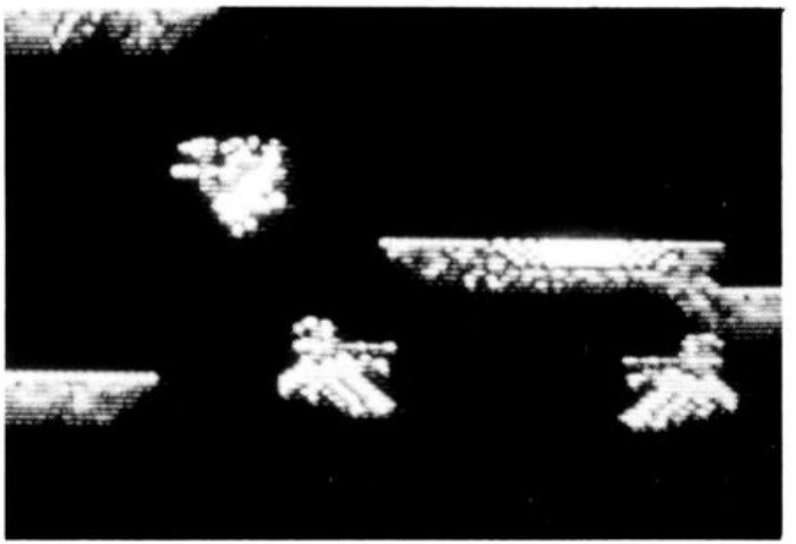
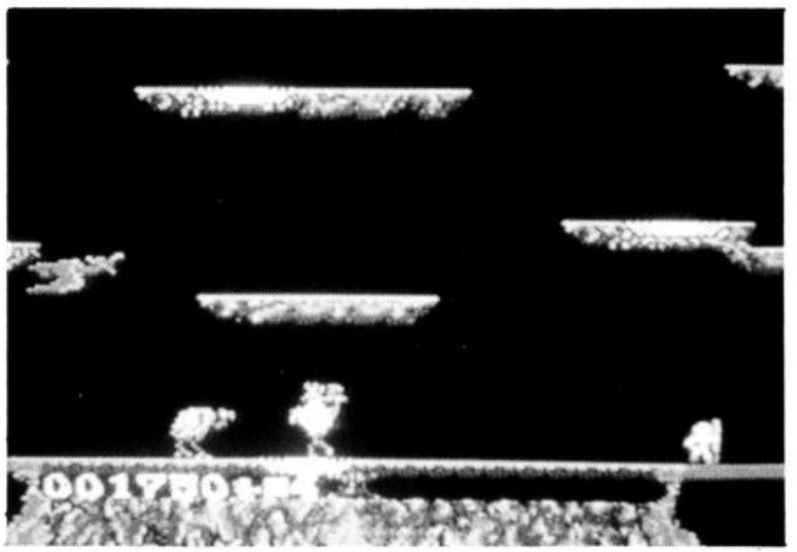
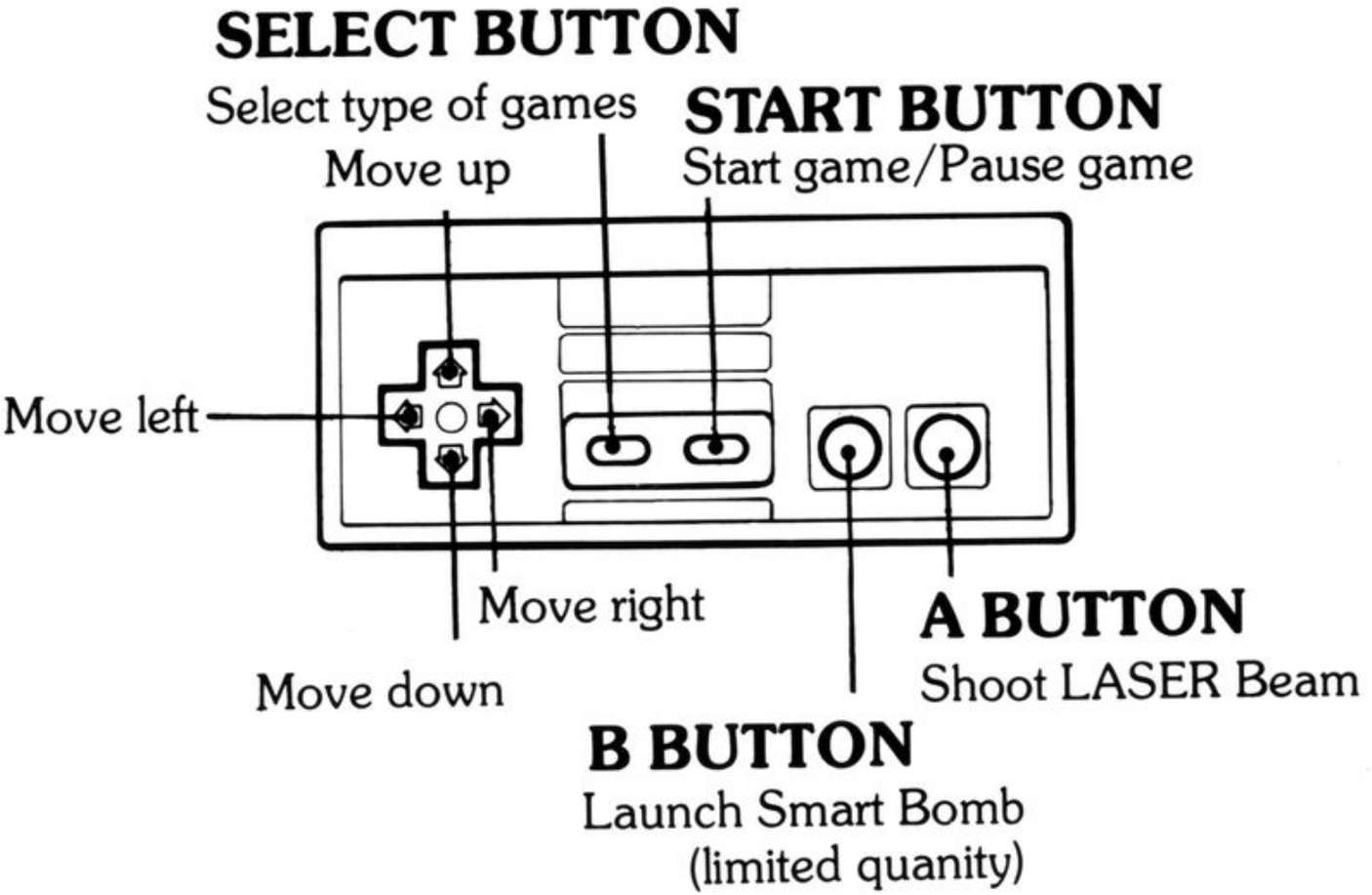
THE STORY

In the medieval age, knights were proving their skills and bravery by playing the game called JOUST. In the future well beyond our knowledge, the knights of hyperspace are playing their version of JOUST. They saddle up the space ostrich, and fight with aliens. You must adjust yourself to this unknown environment called hyperspace. You are not fighting for fame or glory, you are fighting for your own life. Knock the aliens off before they get to you. It is not an easy task, but somebody must do it. Can you be the survivor of this space fight? Good Luck! Believe me you will need it.





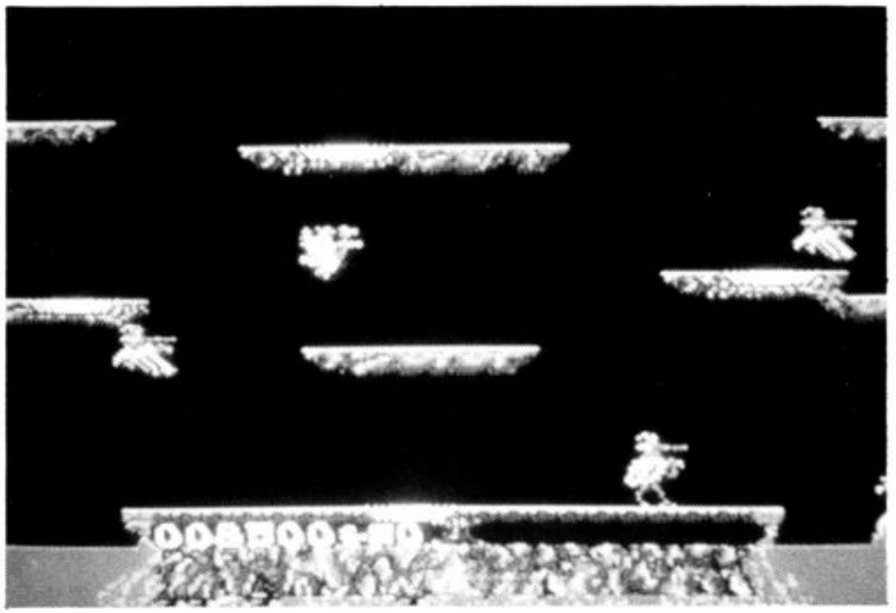
HOW TO USE THE CONTROLLER



HOW TO PLAY

Insert the game pak into your NES, and turn on your computer. Use the SELECT BUTTON to choose a one- or two-player game. Game A is for the beginner and game B is for the expert. If you want to pause the game, press the START BUTTON after the game started. Press it again to resume the game. Use the pad to move your ostrich to the direction you wish. Press A BUTTON to flap slow, and B BUTTON to flap faster.

As a bird-borne Knight, you ride an ostrich into combat, beginning the game with five lives. Your opponents are the Buzzard Riders. There are three types, each more fearsome than the one before. The Bounder (least fearsome); the Hunter; and the Shadow Lord (most fearsome). The Buzzard Riders attack in waves.



Both you and the Buzzard Riders materialize for the first time in the gray spaces on top of the ledges. Until a bird and rider fully materialize, they're protected from attack. Once moving, they become fair game for a joust, in which one mounted Knight attacks another.

If you lose a joust, you lose a life,

and you materialize again (if you have lives remaining) in a gray space. If your opponent loses, his riderless mount lays an egg in frustration.

The egg then sails through space until it comes to rest on a ledge, or falls into the lava and is destroyed. If it's on a ledge, pick it up before it hatches to an menacing opponent.

After the second wave of attacking Buzzard Riders, the Troll's fire burns away the bridges that kept the jousters safe from the Troll of the Lava Pits. If the Troll captures you, you may be able to escape by flying away fast and breaking his grip.

When you've vanquished all your opponents and picked up all the eggs in a wave, a new wave with new menaces begins.

There is only one way to win the joust. It is to attack from above the opponent. You must also pick up the eggs as soon as possible. If you leave them too long they will hatch and will attack you. You should use the A and B BUTTONS wisely. Use the B BUTTON to move swiftly to attacking hight and position, then use the A BUTTON to wait for the opponent to come.

To clear the wave, there are many different ways. For example, in wave 1, kill three Bounders. For wave 2, kill four Bounders. For wave 3, Kill 5 Bounders. There are some bonus stages also.

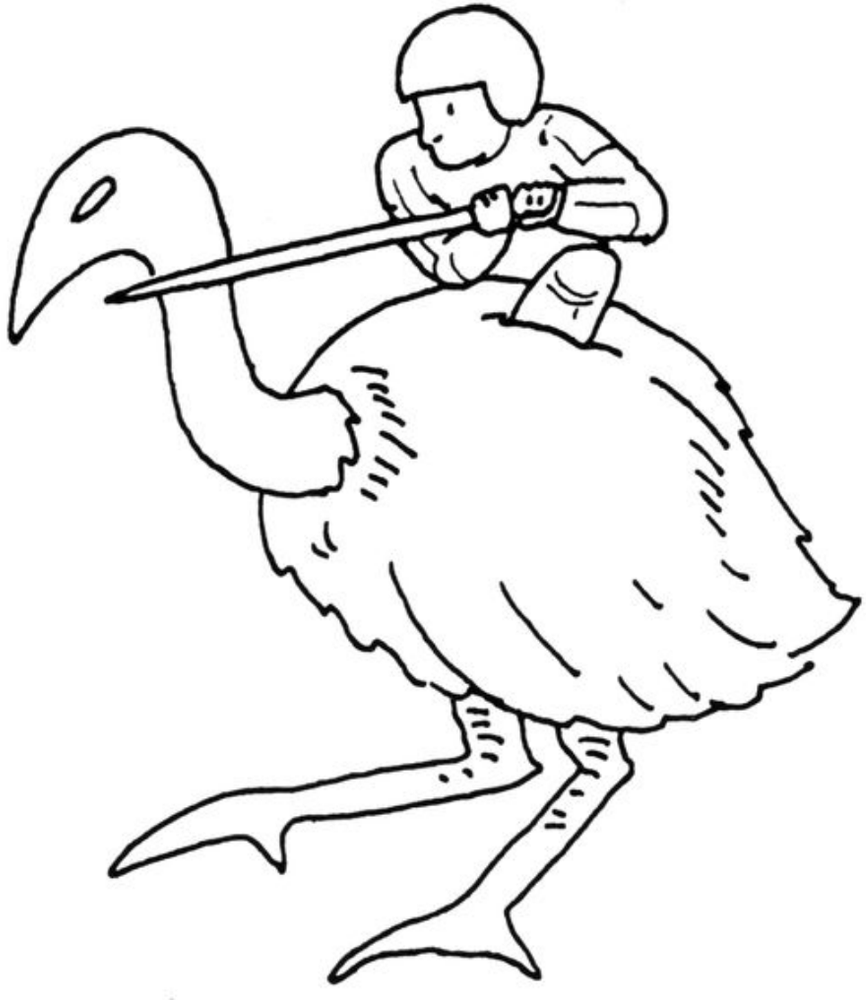
CHARACTERS

BOUNDER

HUNTER

SHADOW LORD

PTERODACTYL — This character will appear from time to time to prevent the game from going into an endless loop. You can not fight and win with him.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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